

PHOBOS

nyhetsblad for ARES — kun for medlemmer

nr. 248, onsdag 22. september 1999

Redaksjonelt

Det blir ikke plass til så mye i Redaksjonelt denne gangen heller (men sist fikk dere jo en veldig grundig forklarende spalte...). Nå skyldes det denne gang at vi nesten lot oss lure av kalenderen (det er fem onsdager i september 1999!), og dermed holdt på å bli det første PHOBOS noensinne som faktisk ble laget for sent! Og det skulle ha tatt seg ut, bare et par nummer før det store jubileet, nr. 250!!! Vi græsser bare ved tanken. Ellers er det mengder av nyheter i bladet vårt denne gangen — les og bli vis. Ikke minst en stoor takk til Andreas Ørlyng, som faktisk har lovet oss å fortsette sin nye militærhistoriske serie i kommende nummer (og til en annen Andreas, Støver, for den første håndfaste eksterne input til *Ares Spilldesign*)!

KOM PÅ DEFCONS HØSTOFFENSIV

Universitetets lokaler i 2. etasje, Ullevål Stadion, lørdag 2. til søndag 3. oktober 1999 — kongress for krigsspill!

Tilbakemeldinger sendes fortsatt til operasjonsstaben, v/*hauptbahnhof* J.H. Berg, *taschenführer* G. Aalberg eller *gros-sangriffer* A. Ørlyng dersom det er noe bestemt du kunne tenke deg å spille!

Program står nå oppført på side 7!

EX CATHEDRA

(spalten til Johannes H. Berg, leder for Ares Bjølsen, administrator for ARCON)

Nå har vi kommet ganske langt med ARCON-arbeidet, og et nytt newsletter kan forventes snart. Det som er helt klart er at dette svære kongressarrangementet slett ikke kan arrangeres i det hele tatt uten en betydelig mengde hjelp fra de vanlige medlemmene. ARCON er en frivillig organisasjon, på godt og vondt. Det betyr at vi faktisk kan regne med at en god del av det arbeidet som skal til vil bli utført av spontane, entusiastiske og kreative mennesker som stiller opp aldeles på egenhånd.

Men dessverre er det slett ikke alt som blir gjort på denne måten. Tvert imot så er det en god del ting man kun kan ordne gjennom en planlagt, systematisk aktivitet. Noe av dette er PR- og informasjonsopplegget, som bidrar til å skaffe nye interesserte til ARCON. Dette vil til neste år bli lagt om fullstendig, slik at folk skal kunne melde seg på mye tidligere og enklere enn før.

Detaljene kommer i ARCON-NYTT, i løpet av kort tid. Verving og rekruttering av alle slag, fra å minne sløvinger på at betalingsfristen er nært forestående til å introdusere en som er helt ny i vår sammenheng, er av meget stor verdi. Her har hvert enkelt medlem også en mulighet til å gjøre en innsats: det krever ikke stort å dytte en brosjyre i hendene på en mulig ny interessert.

Ellers er det jo hele tiden fullt av nye ting som dukker opp. Undertegnede driver nå og holder på med ARES Spilldesign-kartet *Zermare*, og har hatt mye gøy med å jobbe med denne spillbakgrunnen. En takk til Andreas Støver, som er den første som har kommet med et konkret bidrag!

På siste Spillforum, sist søndag (19/9) var oppslutningen egentlig temmelig dårlig (bare et drøy dusin). Selv om dette først & fremst skyldes en rekke sammentreff av uheldige omstendigheter (den-og-den skulle på kurs, på privat spilling, var bortreist osv.), så tror jeg likevel at dette bare bidrar til å bekrefte det undertegnede i sin rolle som Simuleringspillhobbyens Selektive Sentralkomite

har uttalt: «Denne gang har innkallelsesarbeidet dessverre gått litt trått, og jeg begynner å heller mer og mer til teorien om at vi bør lage en spesialutgave av denne blekka her [SENTRALKOMMUNIKÉ] som kombinert newsletter & møteinnkallelse.» Dessuten tror jeg nok også at det hjelper en del å publisere datoene fremover god tid i forveien — her kommer de to neste: *Søndagene 31/10 og 28/11!* Dersom du ikke mottar en spesifikk innbydelse, er det ikke nødvendigvis fordi du ikke tilhører spill-eliten i Norge — men det kan være bryet verdt å kontakte SSHSS likevel!

- Johannes H. Berg

HEXCON-TUR

HexCon '99, Norges eldste spillkongress, finner sted i helgen 5. til 7. november, og som vanlig vil det være et trivelig arrangement med et variert program. En fullstendig oversikt kommer i neste nummer av PHOBOS. Det vil koste kr. 175 dersom du har vært på HexCon tidligere (150 for ferskinger). Skulle mange nok av dere være interessert, kan vi forsøke å få istand en felles buss fra Oslo, til en rimelig penge, kanskje helt ned i 4-500 kr; det krever at vi til sammen er ca. 20-25 personer. Ellers blir det sikkert en eller annen form for felles (billigere) biltur. Uansett har disse fellesturene pågått i en årrekke nå, og vi synes de er en trivelig tradisjon. Ta kontakt med Johannes H. Berg eller Herman Ellingsen om du er kan tenke deg å bli med på noe slikt!

Mer info finner man bl.a. på HexCons hjemmesider – send dem evt. en mail og be om påmeldingsinfo!

www.orakel.ntnu.no/~gronnesb/hexcon

NAPOLEONIC FILES

av Andreas Ørlyng

Dette er første del av en ny serie i Phobos som vil dekke deler av Napoleonskrigene, det vil for det meste bestå av artikler jeg har liberalt "klippet" fra web eller OCR scannet fra bøker. Det vil også kunne dukke opp rapporter fra miniatyrs slag/brettspill og andre Napoleonske ting og tang som jeg finner av interesse.

The Whiff of Grapeshot

Bonaparte's Rise

Following the fall of Robespierre and the end of the "Terror," the leaders of the French revolutionary government not taken to the scaffold were in an insecure position. They were almost all "regicides," yet were no longer able to use the threat of arrest and execution to maintain their positions. In an attempt to hold on to power, a new Constitution was passed in the Assembly on 23 September, 1795 which required that at least two thirds of the new assembly be made up of the former deputies.



There had been a resurgence of the Royalist party throughout France, in part because the downfall of the Terror gave the false impression that many people were ready to turn back the clock and reverse the bloody direction of the Revolution. Amongst the National Guard in Paris there was still a strong Royalist following. This, combined with the wealthier sections of Paris, produced a large group of discontents who had just been shut out of any influence or control of the Convention ruling France. The time seemed ripe to strike.

The Count d'Artois set sail from England and landed on the channel island of the Ile Dieu in preparation for what he viewed as a triumphant march on Paris as the new French king. In addition there is some evidence that Pichigru was prepared to defect and bring his army over to the Royalist cause. It all depended on seizing the seat of government in Paris at the Tuileries.



On the evening of 3 October, 1795 political rallies and organizational meetings were held around Paris by Royalist sympathizers. The largest of these was at the Odeon theater. The Directory, and specifically Barras, ordered the National Guard under Menou to disband the counter-revolutionary meeting. However, when he arrived, Menou backed down and retreated after meekly suggesting to the angry crowd that everyone go home.

Call for Bonaparte

Things were reaching a crisis point, and Barras put out a call for General Bonaparte to report to the Directory.

Despite the best efforts of the messengers, Napoleon could not be found in his usual haunts. This prompted some to suggest that he might have gone over to the other side. It was at nine in the evening that Napoleon finally received the message and reported to the Tuileries. It turned out that Napoleon, anticipating the crisis, had been scouting out the situation all day and had already formed a plan.

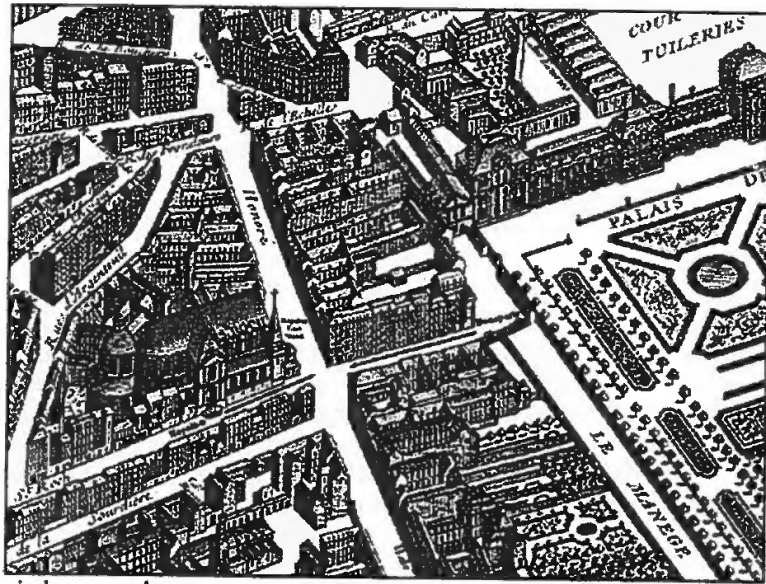


He quickly began to deploy his troops around the Tuileries. If he could hold the bridges he could cut off all the rebel forces from the left (southern) bank of the Seine. The majority of his forces on this front took up positions at the Pont Royal. General Brune with a detachment took up positions north of the Palais Royal on the Rue Vivienne. The majority of his forces were placed near the stables of the Tuileries, where they could move out into the St. Honore area.

At midnight Napoleon dispatched Major Joachim Murat to seize the National Guard artillery at the Place de Sablons. With a squadron of cavalry (260 men), Murat arrived at the Place de Sablons at the same time as the National Guard soldiers. Threatening to saber them down

where they stood, Murat's men were able to carry away the battery of pounder guns as the rebel infantry withdrew.

Morning of the thirteenth Vendemiaire (5 October), broke with the sounding of the tocsin. The Districts of Lepelletier and Filles St. Thomas in particular suddenly witnessed thousands of Royalist National Guard and citizens pouring into the streets. They were led by General Danican. Also commanding Royalist elements were Duhoux d'Hauterive and Laffont. While their forces were assembled by midmorning it was not until nearly four in the afternoon that the assault began. Their plan was to first assault from the north, then storm the bridges and catch the Republicans in between the two groups.



General Brune met the first assault near the Palais Royal. Bonaparte was there with him and ordered the howitzer section to open up with canister as the mob streamed down the Rue Vivienne. The stunned survivors retreated to a nearby theater for shelter.

The main rebel assault would come down the Rue St. Honore and past the St. Roch Church. The Church was being used as an arsenal and assembly place for the final rush on the Tuileries a mere two hundred yards away. As the Royalist columns came down the narrow street they were surprised to see Napoleon and his men waiting for them with two 8-pounder cannon.

Several assaults were made trying to dislodge the artillery, but each time the rebels were hurled back leaving scores of men dead and wounded. The cannon were like giant shotguns spraying the crowd with canister.

The Royalists then deployed their men in the houses and in front of the Church and attempted to shoot their way past the Government defenders. Napoleon personally sited the guns to pummel the mob at the Church. Although they outnumbered the Republicans, the powerful blasts of the cannon along with the government sharpshooters proved too much for the Royalists and within an hour the counterrevolution was effectively over.

In the south Laffont had led three charges over the Pont Royal, but these too were turned back by the crossfire of a section of cannon. The final action of the day saw Brune use his cannon to blast the Royalists out of their theater shelter.

The day had seen almost equal casualties (about 200 killed on each side), but considering that the Royalists outnumbered the Republican defenders about 25,000 to 5,000 it is clear that the artillery had won the day. This victory was due in no small part to the artillery officer from Corsica.

Reactions

The reactions to the brief revolt were swift and dramatic. Napoleon, an obscure twenty-six-year-old General without portfolio, was made commander of the Army of the Interior. The Royalist revolt melted away; d'Artois again set sail for sanctuary in England and Pichigru remained loyal to the Revolution (for the time being). Laffont and other rebel leaders were guillotined.

Napoleon would soon meet Josephine while touring the salons as a hero. The Italian campaign and more glory lay ahead, but for now he was the celebrity of the moment. All this may not have come as a surprise to the future Emperor. He had foretold his success two years before when jailed at Antibes. He wrote to his brother Lucien, "Have patience; in a little time I shall command Paris."

Napoleon's 1796 Italian Campaign (del 1).

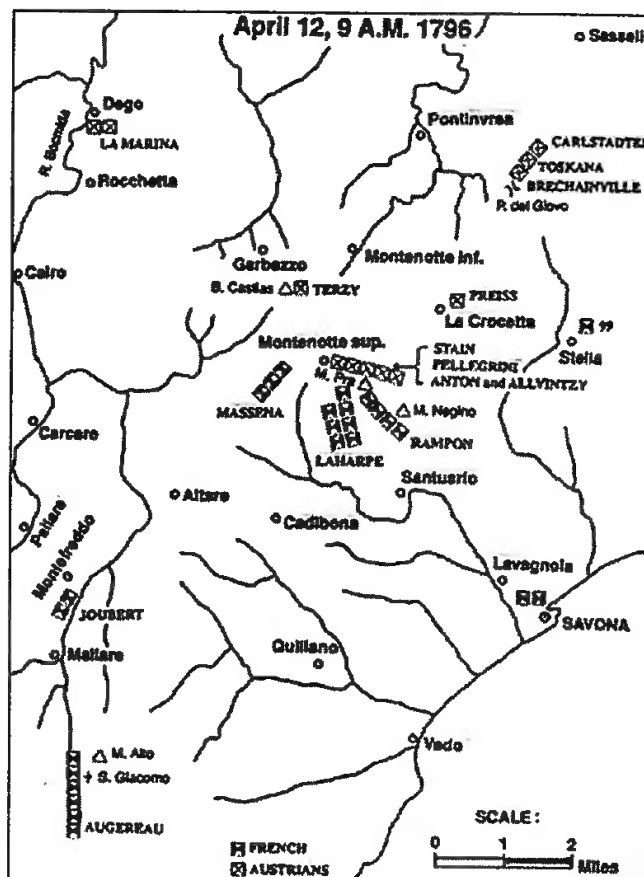
Napoleon earned the sobriquet of "history's greatest captain" through the many brilliant campaigns he conducted. However, in 1796, Bonaparte was only a local hero in Paris, having crushed the royalist counter-revolution of 5 October with the famous "whiff of grape". Except for his success in assisting in the capture of Toulon from the British and Spanish in 1793 (which brought him to Paris), the young artillery officer had yet to prove that he was worthy of the rank of general de division (major general) bestowed on him by the grateful Revolutionary Council. Indeed, that same Directory was growing nervous of General Bonaparte's popularity. Perhaps if the young commander of the Army of the Interior were out of the way, literally; Italy might just be far enough away from Paris to muffle the ambitious Corsican. Revolutionary France had been at war with Sardinia-Piedmont since 1793. At first it appeared that Sardinia would join the other First Coalition allies in overrunning France, but this threat had been beaten back in 1794 and the front was stalemated. The French won the battle of Loano in 1795 taking the Italian Riviera coast, but were unable to move inland since then. The troops were badly underfed and under equipped. Mutiny was a very real possibility. Into this situation the Directory thrust the young Corsican General.

Napoleon arrived in Italy in early April. His plan for the campaign was to separate the Sardinian Army from its Austrian ally and defeat each army in detail. The allies held mountain positions and outnumbered the French three to two. In their strength lay their weakness, however. Because the allies were in the mountains they had little lateral communication, and thus the allies would have difficulty supporting each other.

When Napoleon arrived, he took measure of his army, addressed many of its pressing morale problems, and then formulated his plan. The two allied armies were commanded by Generals Beaulieu and Colli. Napoleon wanted to attack Beaulieu's Austrians and drive them back on their lines of communication away from Colli's Sardinians. But Beaulieu struck first, near the town of Voltri on 10 April, 1796.

While this development upset Napoleon's plans, he soon found a way to turn it to his advantage. This attack extended the Austrians even more. While Napoleon gathered his army to strike, Beaulieu attacked Laharpe's Division at Mount San Giorgio on 11 April. The French initially gave ground but finally held along the ridge top of Mount Negino. Napoleon was alerted and assembled his troops for a counter-attack the next day.

The morning of 12 April was foggy and the French were able to advance concealed. Laharpe's Division was divided into two columns, one under Col. Rampon and the other directly under Laharpe. As these two columns converged upon the Austrian position on Mount Pra, one of Meynier's Brigades (temporarily under Massena), moved around their right flank. Just as Laharpe was to contact General Argenteau's Austrians, the fog lifted. Argenteau could see that his position would be flanked. He ordered a withdrawal, but the French pursued. He fell back to a position around the town of Montenotte Superior, but was pushed out. The Austrian's position hinged upon holding the castle of Bric Castlas. Massena's men came on quickly and overwhelmed the battalion of Terzy, holding the castle. The Alvintzy battalion sent to their rescue was also defeated and a rout developed. Napoleon had won his first battle (Montenotte) as a commanding general.



Bonaparte now turned his attention to the Sardinians. He knew from spies in the Sardinian court that they were weary of the war and felt that they had been encouraged to join the First Coalition by promises that had not been kept. A telling blow against them might shake their resolve and cause their surrender or defection. Toward that end, the main French forces were now arrayed against General Colli. The remaining French columns moved on from Montenotte and take Dego, which would isolate Colli from Austrian support.

But Napoleon encountered a major obstacle to his plans. The old castle of Cosseria had been occupied by General Provera with a Sardinian grenadier battalion and a couple of companies of Austrian infantry which were under Colli's command. Napoleon felt that in order to proceed against Colli, this position had to be taken. Augereau ordered his division to immediately assault the castle. The attack failed with heavy losses. But Provera was left low on food, water, and, most importantly, cartridges. He surrendered on the morning of the 14 April. The road was now open to Ceva, the main Sardinian camp.

While the castle was besieged, Massena advanced on Dego and found the town occupied by four battalions. Using a flanking attack, the town was surrounded and forced to surrender. A relief column of the Hoch and Deutschmeister, the finest line regiment in the Austrian Army, was stopped only by the greatest of efforts. Massena's starving men then started to forage; poor French logistics were making sustained operations extremely difficult. The French were still scattered the next morning when General Vukassovitch fell upon them with five battalions. He had been called to reinforce Dego, but confused his orders so that he arrived a day late.

Things were desperate for Massena and he called for Laharpe's men to hurry forward. Massena rallied his men for a counter-attack. Vukassovitch too called on nearby Austrian units, but they had been demoralized by the events of the last few days and failed to respond. As a result the French were able to retake Dego and put the outnumbered Hapsburg troops to flight. The Austrians fell back on their lines of communication and were not able to help Colli again.

On 16 April, Augereau's Division attacked 7,000 Sardinians in their camp of Ceva. The French attack was repulsed, but Napoleon suspected that if he could keep up the pressure on them the enemy would collapse. Colli, fearing he would be overrun, retreated, leaving a small rearguard. Napoleon surrounded it and consolidated his army for the next push.

For the next few days, the French followed Colli and fought a skirmish at San Michele, where they forced a bridgehead across the Corsaglia River. They found Colli deployed around the town of Mondovi on 21 April. Napoleon directed the divisions of Serurier and Meynier to attack both flanks of the Sardinian position. Serurier's attack crushed Colli's flank and he then attacked the heights overlooking the town in conjunction with Meynier's men. Pushed off the heights, the Sardinians fell back into the town where they were pursued by the French cavalry under Stengel. Substantial supplies were seized in the town, a very welcome surprise to the French. The victory came at a price; Stengel was mortally wounded by a Sardinian cavalry rearguard during the pursuit.

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Napoleon now marched on Turin, the Sardinian capital. The remnants of Colli's defeated Army could only follow and watch as Cherasco, the last defended position between the Revolutionary army and Turin, was overrun. Colli forced marched his army to get to a position to guard the capital, but the King of Sardinia-Piedmont had had enough. On 27 April, 1796 came the requested peace resulting in the Armistice of Cherasco on 28 April.

In less than a month, General Napoleon Bonaparte had taken command of his army, fought five battles in a campaign against superior overall odds, and had hammered a Coalition ally out of the war. He would next turn on the Austrians, attacking them at Lodi and continuing his first, and possibly greatest, campaign.

While the Directory in Paris may have hoped that they would be able to consign General Bonaparte to obscurity in a secondary theater of the war, hindsight allows us considerable amusement at the enormity of their misjudgement. The legend was beginning.

DEFCONS Høstoffsiv

PROGRAM MINIATYRSPILL

<i>Pulje</i>	<i>Programpost</i>	<i>Status</i>
I-II	Wilno 1941 (<i>Command Decision</i>)	Bekreftet
II	Stillehavet 1942 (<i>General Quarters</i>)	Bekreftet
III	Novi 1799 (<i>Napoleon's Battles</i>)	Bekreftet
III	Romerriket 50BC? (<i>DBM</i>)	m/forbehold

Annet under planlegging: *Full Thrust*

PROGRAM BRETTSPILL

Siden det i fjor viste seg at folk hadde i stor grad lyst til å spille andre spill enn det som var satt opp av offisielle programposter, vil denne gangen de fleste brettspill som ikke krever forberedelser settes igang av spillerne selv. Vi vil ha en rekke spill tilgjengelige til utlån, dessuten kan deltagerne selvsagt ta med egne spill.

Hvis ønskelig kan spillerne registrere ethvert spill som turnering ved å fylle ut skjema på forhånd. Dermed vil vinnerne hedres og resultatene telle med i hovedturneringen, hvor vi som vanlig vi ha en gjev premie med historisk innhold. (Det kan dog som regel kun arrangeres én turnering i hvert spill.)

<i>Pulje</i>	<i>Programpost</i>	<i>Status</i>
I	<i>Formula Dé</i>	Bekreftet
I	<i>Up Front</i>	Bekreftet
III	<i>Adv. Civilization</i>	Bekreftet
I-IV	<i>War in Europe</i> eller <i>Europa</i>	m/forbehold

Annet under planlegging: *ASL, Cults across America* + en rekke andre spill

PRAKTISK

Åpningstider:	Pulje I:	lør 1200-1800
	Pulje II:	lør 1800-2400
	Pulje III:	søn 1200-1800
	Pulje IV:	søn 1800-2300

Pris: 50 kr for begge dager, 30 pr dag

Intendantur:

Vi vil forsøke å ha enkel matservering mellom puljene. Forøvrig er det matbutikk og Burger King i etasjen under.

Ved spørsmål, kontakt Geir Aalberg via mail (gag@follonet.no) eller tlf (22679951). Ønsker du å arrangere en turnering, er du hjertelig velkommen. Ved å arrangere et spill + verve minst 4 deltagere på forhånd, får du *gratis* adgang.

Slike triste meldinger kan man få over Nettet: *Babylon 5: Into The Fire* - Canceled Havas Fires Team

Marc Hudgins, Art Director of the Sierra Babylon 5 Space Simulation has announced the following VERY bad news on the official forum:
Havas has shitcanned the game -it's over, we're fired, the end.. Contact me at marc@marchdesign.com or march@cnw.com. I want a mailing list of all the regulars out here. Gotta go before they yank the net.

An official announcement from Sierra is planned to release any hour now. We have an interview scheduled with the development team, so we will find out what exactly went on here. I am personally in shock it has come to this. This is yet another sad day for the gaming industry and community.

Reported By: Lorien Newman Posted At: 12:37 pm CST - Tuesday, September 21, 1999

NY BRETTSPILLKAMPANJE: OPPDATERING

Tja, det ser ut til at *War In Europe* er det eneste som noen biter på i denne klubben! Jeg har selvsagt ikke noe imot å sette i gang med det, for det er tross alt et av mine virkelige favoritt-krigsspill; på den annen side er det jo en god del personer som faktisk nå har prøvd det, så noen ren intro er det vel kanskje ikke aktuelt å sette i gang. Sannsynligvis kan vi komme i gang fra oktober, ettersom jeg er opptatt med rollespilling neste gang.

Johannes H. Berg

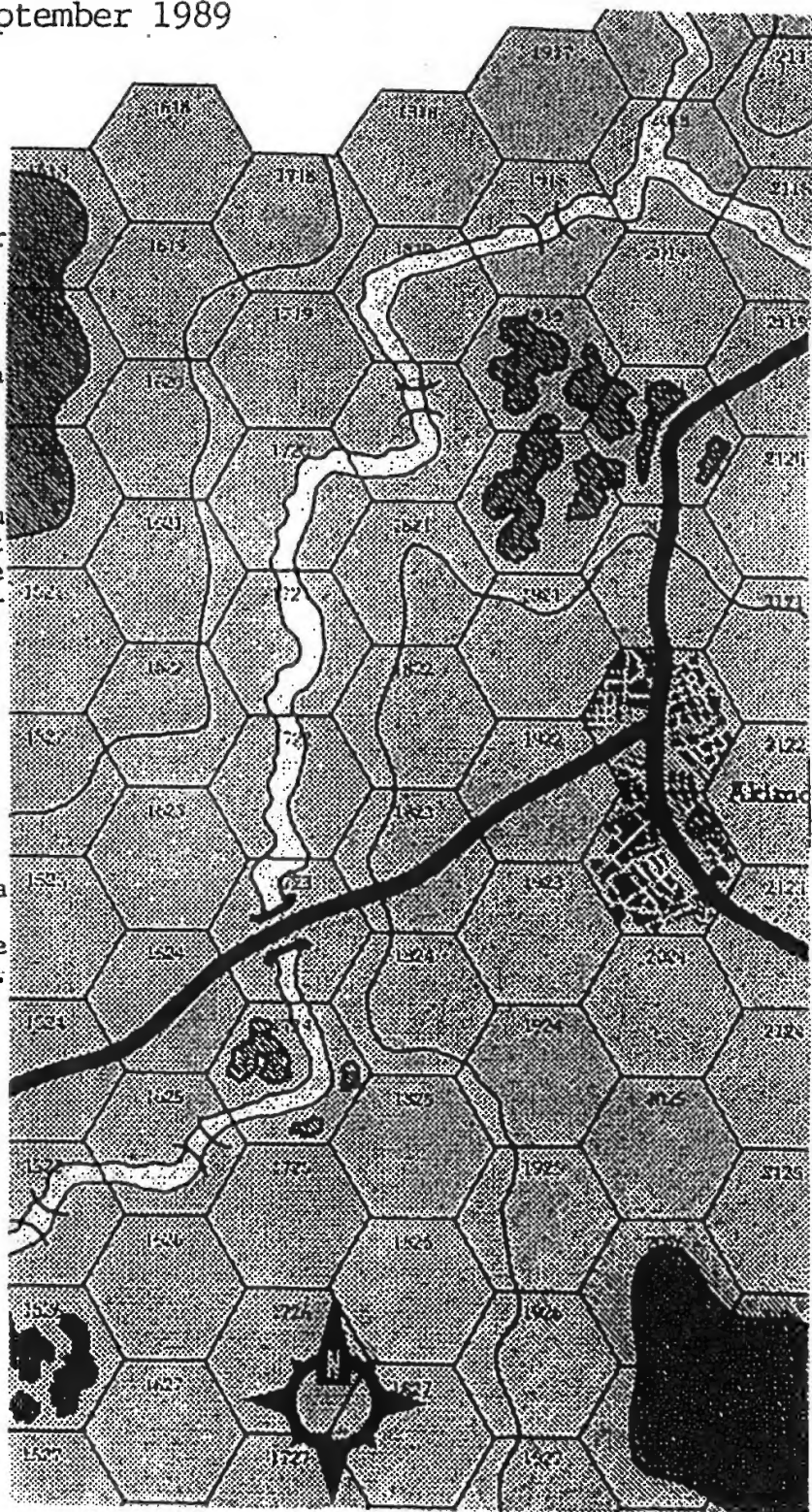
PHOBOS

NYHETSBLAD FOR ARES - kun for medlemmer

Nr. 17, tirsdag 12. september 1989

Redaksjonelt

Det er ikke bare på Stortinget det har skjedd store forandringer i den helt siste tiden. Også i Ares skjer det store ting. Vi prøver idag for første gang de eventuelle nye lokalene våre på Blindern. De som var til stede på generalforsamlingen husker sikkert debatten om vi skulle bytte lokaler eller ikke. Ulempen ved Blindern er som kjent 18 års aldersgrense. Ellers minner vi om vårt høstprogram som står nederst på denne siden. Vi håper så mange som mulig vil være med på de forskjellige aktivitetene. Reglene for Ares PBM (eller kanskje heller PBA - Play By Ares) er under utarbeidelse. Foreløpig er vi i rute, men det kan fort skje forsinkelser. Et lite skritt for menneskeheten, men et stort skritt for Ares. Så til de helt katastrofale tingene, det gis ikke poeng for å gjette at det dreier seg om VASKING. På siste Ares møte ble det ikke vasket. De som skulle vaske gjorde det ikke. Mannen med vaskelisten var ikke der. Styremedlemmet med ansvar for vasking gikk. De største synderne er de som skulle ha vasket. Stakkars de når mannen med vaskelisten kommer tilbake fra USA. Det er nå en helt reell sjanse for at vi blir kastet ut av lokalene. Dette bør særlig bekymre de under 18 år.



19.sep	JUNTA-turnering (ansvar: Jon)
3.okt	PBA-start (Trond)
17.okt	Cyberpunk-opplæring (Arvid)
31.okt	Terrorist-RPG-turnering (Johannes)
14.nov	Britannia-opplæring (Norman)
28.nov	ADGD-turnering (Trond?)
12.des	Hemmelig rollespill-turnering (Tomas)

ARES SPILLDESIGN

del 4 — Zermaire, områdekart

Vi viderefører rollespill-bakgrunnsøya vår med et områdekart for Nedre Cherediel-traktene. Nå begynner endelig dette konseptet å ta litt av: JHB står ikke lenger som eneste med kreativ input. Andreas Støver har bidratt med utkast og innspill her, og vi har forsøkt å integrere dem på beste måte. Forsøk å legge til noe du også, da vel!

Nedre Cherediel

